

STAR TREK: 25th ANNIVERSARY

Reference Card for MS-DOS Computers

Basic Interface

Mouse: Simply place the cursor on whatever it is you wish to select and click the left mouse button. Click the right mouse button to escape from the current selection.

Joystick: The same as the mouse except fire button #1 selects and fire button #2 escapes.

Keyboard: The number lock must be **ON**. The arrow keys may be used to move the cursor, or the numeric keypad if you have one. You must press and hold the key to move the cursor in the desired direction. Release the key to stop moving the cursor. Select with either **<F1>** or **<enter>**, and clear a selection with **<F2>** or **<esc>**.

Keypad:

| | | |
|---|---|---|
| 7 | 8 | 9 |
| 4 | 5 | 6 |
| 1 | 2 | 3 |

7 - Up and Left

8 - Up

9 - Up and Right

4 - Left

5 - Centers controls

6 - Right

1 - Down and Left

2 - Down

3 - Down and Right

On the Bridge

Each character on the bridge of the U.S.S. Enterprise has one or more functions. Place the cursor on the desired character and simply select him or her. You must then select the appropriate icon (see the manual for their exact function and description). Many of the commands have a keyboard equivalent which directly activate an icon:

S - Shields: Toggles shields on and off.

O - Orbit: Enters or exits orbit around the nearest planet.

N - Navigation: takes you to the main star map. Refer to the star map in your manual for

star names. Simply position the cursor around the star you wish to go to and select it.

D - Damage Control: This brings up the Repair Icons. You must select the icon you want Scotty to concentrate on from here.

E - Emergency Power: This activates emergency power if it is available.

H - Hail: Activates Uhura's Communications Icon.

T - Talk Spock: Ask Mr. Spock for advice.

C - Computer: Activates Spock's Library computer. Type in the subject you wish and press <enter>. You may wish to take notes on names, places and things during the game!

K - Kirk: This brings up Kirk's Options Icons. Select *Transporter*, *Captain's Log*, *Save Game*, *Load Game*, *Music On/Off* or *Sound Effects On/Off*.

W - Weapons: Toggles Phasers and Photon Torpedoes on and off.

Space Combat

Ship Movement: When using a mouse or joystick, press <tab> or <F3> to toggle be-

tween movement control and icon selection control.

Mouse: When in ship movement mode, the cursor will be restricted to the main view screen. Move the cursor in the direction you wish to go. The further away from the center of the screen, the faster your rate of turn. You can center the cursor by pressing 5 on the numeric keypad only. The left mouse button fires your phasers, and the right fires photon torpedoes. When using the mouse, you gain the advantage of off-angle targeting: simply put, your weapons fire towards the cursor rather than dead ahead.

Joystick: Fire button #1 fires your phasers and button #2 fires the photon torpedoes. Your shots will be aimed for the middle of the view screen. Movement is handled in classic flight simulator style: pull back on the stick to go up, push forward to go down, left to go left, right to go right.

Keyboard: Fire your phasers with <enter> or <F1> and photon torpedoes with <space> or <F2>. Your shots will be aimed for the middle of the view screen. Both the arrow keys and numeric

keypad (with the Num Lock off) can be used to control direction. Press and hold the key in the direction you wish to move. You can turn more sharply by simultaneously pressing and holding a direction key and the <shift> key. Release the direction key and the Enterprise will return to flying straight ahead.

Speed: Use the number keys to select your speed. 1 is a dead stop with speed increasing as you choose higher numbers. 0 is top speed (think of it as ten). You can check your current speed by looking at the middle monitor above the view screen. Remember, power may not be sufficient to go as fast as you command!

Additional Controls

V - View: This toggles between the normal bridge view and a close-up of the main view screen. You don't have access to the bridge crew, but you get a more panoramic view of the action.

<ins> - Rolls the Enterprise counterclockwise.

**** - Rolls the Enterprise clockwise.

5 - (from the numeric keypad) Centers the flight controls and stops rolls.

< - Reduces main view screen magnification.

> - Enlarges main view screen magnification.

<cont-S> - turns off the sound effects.

<cont-M> - turns off the music.

P - Pauses the game.

Ship Position Monitor

This is just above Kirk and below the main view screen. It shows the relative position of enemy ships to the Enterprise. A dot on the left of the screen indicates a ship is to the left of the Enterprise. If the dot is at the extreme edge of the monitor, it indicates the enemy ship is almost directly behind the Enterprise. The quickest way to get an enemy in your view screen is by steering directly towards the dot!

Phaser Ready Monitor

This is above and to the left of the main view screen. A yellow light indicates the phasers are armed and charging. A green light means the phasers

have charged and are ready to fire.

Photon Torpedo Ready Monitor

This is above and to the right of the main view screen. A yellow light indicates the photon torpedo tubes are being loaded. A green light means the torpedoes have been loaded and are ready to fire.

Ship Systems Monitors

These are to the left and right of the main view screen. As systems are damaged, they will glow red. There are six shields: front, rear, left, right, top and bottom. As they become damaged they will glow red and then get dimmer as damage increases. See the manual full identification of the ship systems.

Landing Party Controls

The basic interface for mouse, joystick and keyboard applies here. To bring up the Command Icon press the right mouse button (fire button #2, <F2> or <space>) and make your selection as described in the manual. Additionally, there are direct keyboard commands for the following:

T - Talk: This will change the normal cursor to the talk cursor. Select the character you wish to talk to as normal.

L - Look: This will change the normal cursor to the look cursor. Select what you wish to look at as you normally would.

G - Get: This will change the normal cursor to the get cursor. Select as normal.

U - Use: This will change the normal cursor to the get cursor. Select as normal.

I - Inventory: This can only be chosen after you are in the *Get* or *Look* modes.